

## Thoughts.Game.Attributes.AttributeManager

- + ownerMapElement
- + ownedAttributes
- \_ownedAttributes

- + Initialize()
- + ToString()
- + ExecuteSelfTimeElapseActions()
- + UpdateAttribute()
- + GetAttributesThatNeedCare()
- + CanCover()
- + GetOwnedAttributeOf()
- + GetExecutionPlanToCover()